



CRYPT GUARDIAN

Insect • Myth • Leader

MOV COM RAN ARC MYT WND SAN

7/10 8/7 7/7 4/7 4 20 10

BLADED LIMBS COM • Base • Haemorrhage

DIGESTIVE ENZYME

RAN • 10" • Burn

PSYCHIC SCREECH 2 MYT

(Once Per Game) All enemy models within 8" must pass a SAN test on 3D6 discarding the lowest value, or suffer -2/-2 ARC, COM & RAN until the end of turn.

CANNIBAL 1 MYT

You may inflict 4 WND on a friendly grub within 3" to heal for 3 WND.

LEADER This model when activated gains +1 AP.

WINGED This model automatically passes any jumping or falling tests it is required to make from any height.

SUREFOOTED This model ignores difficult terrain when moving.

GUARDIAN This model gains 1 re-roll this turn if it is within 4" of an objective.

AMBUSH PREDATOR This model gains +1/+0 COM when charging.

ABOMINATION This model causes Fear. SAN loss occurs regardless of whether you pass or fail your Fear test. If passed you may act as normal.

HARDENED CHITIN Any non-condition damage suffered by this model is reduced by 2 to a minimum of 1.

75MM BASE